



- 1 - Instantiation
- 2 - Instantiation, start, join
- 3 - summonHorsesToPaddock, entertainTheGuests
- 4 - setHorsesWinningChances, acceptedAllBets, acceptTheBet, areThereAnyWinners, honouredAllTheBets, honourTheBet
- 5 - summonHorsesToPaddock, startTheRace, reportResults, entertainTheGuests
- 6 - startTheRace, getResults
- 7 - waitForNextRace, unblockGoCheckHorses, goWatchTheRace, haveWon, relaxABit
- 8 - lastCheckHorses, unblockGoCheckHorses, goCheckHorses
- 9 - placeABet, goCollectTheGains
- 10 - proceedToStable
- 11 - lastArrivedToPaddock, proceedToPaddock
- 12 - unblockProceedToPaddock, unblockMakeAMove
- 13 - proceedToStartLine, makeAMove, hasRaceFinished
- 14 - setRaceNumber, setHorseState, setHorseAgility, setOdds
- 15 - setBrokerState, setSpeciatorState, setBetA, setSpeciatorMoney
- 16 - setSpectatorState, setBrokerState
- 17 - setTrackSize, setHorseState, setHorsePosition, setHorseAlteration, setHorseEnd
- 18 - setHorseState, setSpeciatorState, setBetS
- 19 - initLog, setBrokerState
- 20 - writelnString
- 21 - Instatiation, openForWriting, openForAppending, writelnString, close

